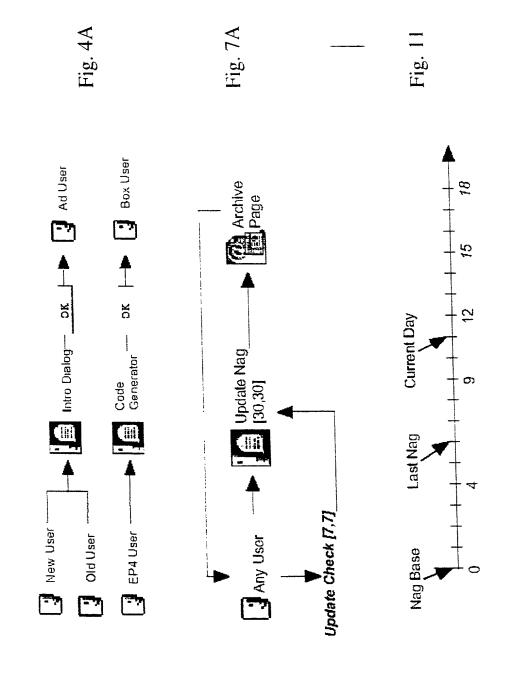


Fig. 34

Fig. 3B



Welcome to Eudoral

Eudore is now licensed in three ways, Sponsored Mode, Paid Mode, and Light Mode. Unless you change modes, Eudora will run in Sponsored Mode, meaning it will display ads.

We have done our best to present the ads in a vay that respects the work you do in email. By allowing Eudora to display ads, you get the full power of Eudora for free and we can still pay our bills.

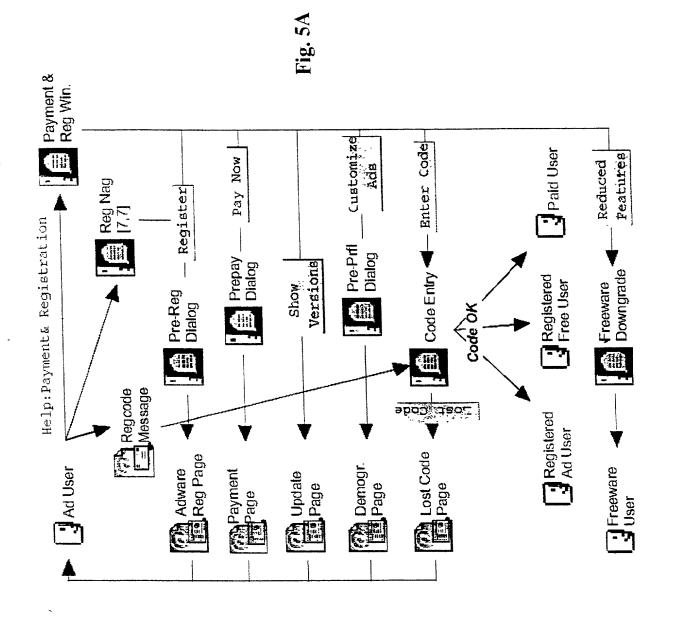
If you decide the ads are not for you, you can change modes. Paid Mode shows no ads. Current Eudora Pro 4x users will be able to upgrade to Paid Mode for free. Other users will be able to pay a license fee to go to Paid Mode. At this stage in testing, the machinary for Paid Mode is not fully tested, and Paid Mode is unavailable. Light Mode also shows no ads, but has many fewer features.

To switch forms of Eudora, please use the "Payment & Registration" item in the Help menu. To learn more about the three-modes, click on the "Tell Me More" button below

Tell me more

충

Fig. 41



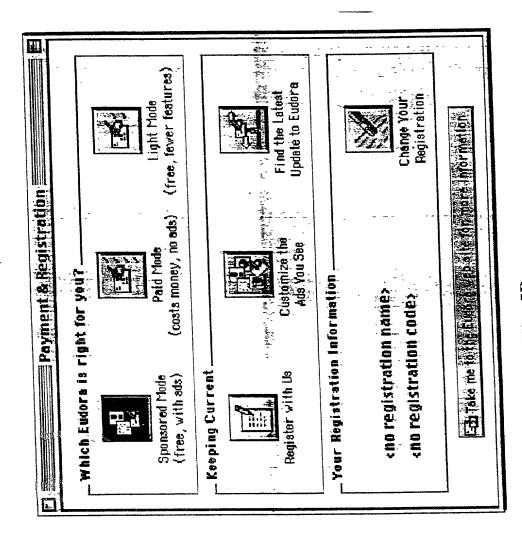


Fig. 5B

Fig. 5C

	2 7
Thanks for choosing to register Eudora! You'll next be walked through a few quick steps, as described below, before registration is complete:	
 Eudora will open your web browser and take you to our registration. 	
 You'll fill in some simple registration information on the web site 	•
• We'll then email a Eudora registration code back to you	
 The next time you check inelige Eudora will automatically recognize this code and display a dislog box inviting you to confirm your registration information 	
• Ta da! You'll then become a régistered usar of Eudora Thanks!	
Cancel	

Fig. 5D

Thanks for choosing to purchase Eudora	
You'll next be walked through a rew quick steps, as used four purchase is complete:	
• Eudora will open your web browser and take you to our Payment & Registration page	
You'll be asked to provide your payment and registration information An the web site.	¥ -
. We'll then email a Eudora registration code back to you	·* - ·
• The next time you check mail; Eudora will automatically recognize this code and display a dialog box inviting you to confirm your	- Ty:
registration into matter. • Te-dai You'll then become a Paid mode user: Congratulations!	
Cancel	

Fig. 5E

Thank you for your registrat ion: To complete your registration, please enter the name you under and your registration code below.
To complete your registration code below.
•
The exact hame you registered under:
First Name: Last Name:
John
Your registration code:
48925-89A2-B1149
11.0st the Code OK

Fig. 5F

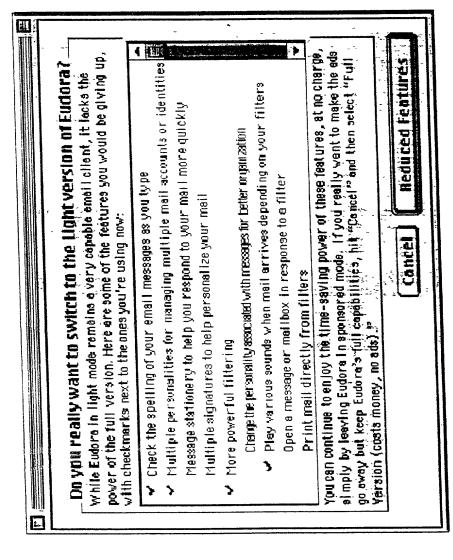
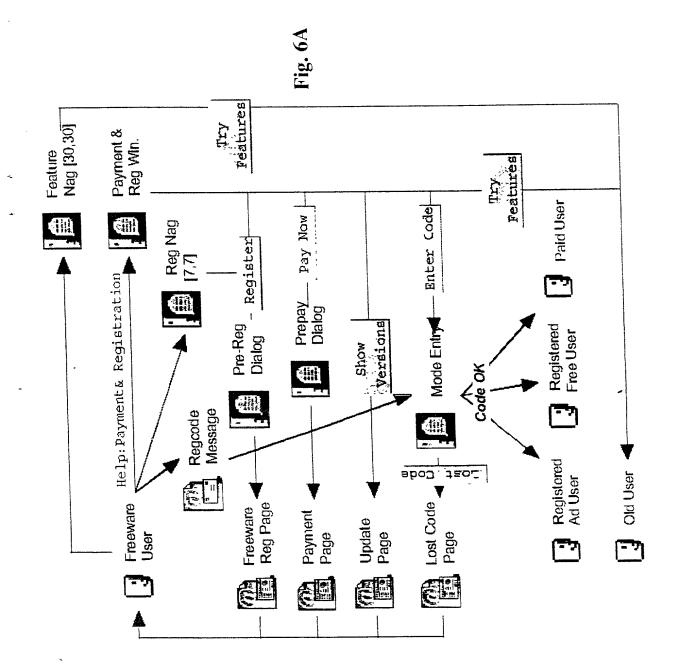


Fig. 5G



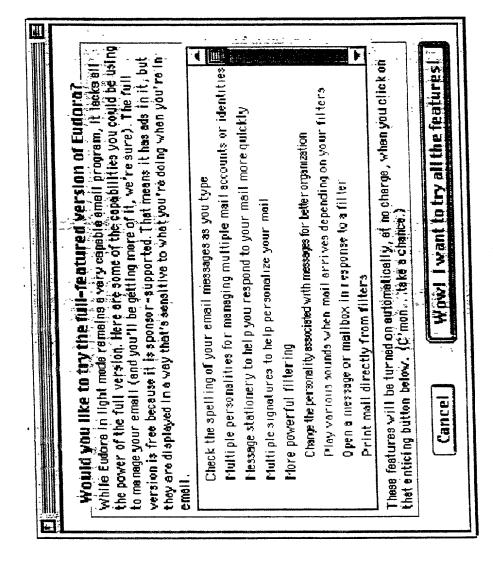


Fig. 6B

There are updates available to Budora

You have Endora version 4.1. The following updates have become a since this version was released. If you'd like more information any of these updates, simply follow the links. If you'd rather, you of updates, follow this.

Endora 5.3

Fais is a major upgrade, with great new features like automatic.

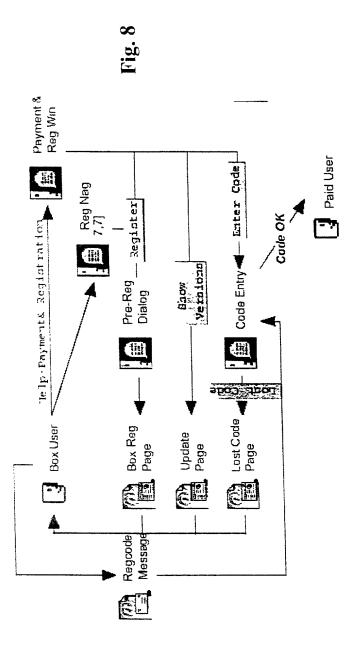
Endora 4.2

This update is mostly bug fixes. This update is free to you.

Printed Kannal

You can buy a printed manual for Endora.

Fig. 7B



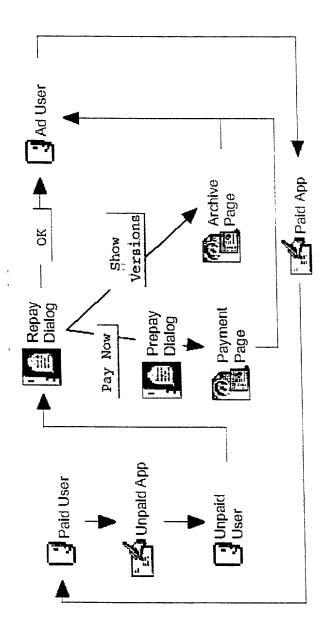


Fig. 9

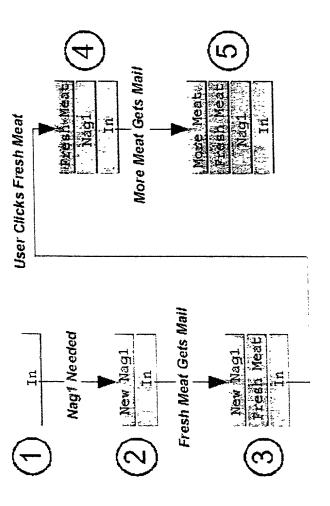


Fig. 10

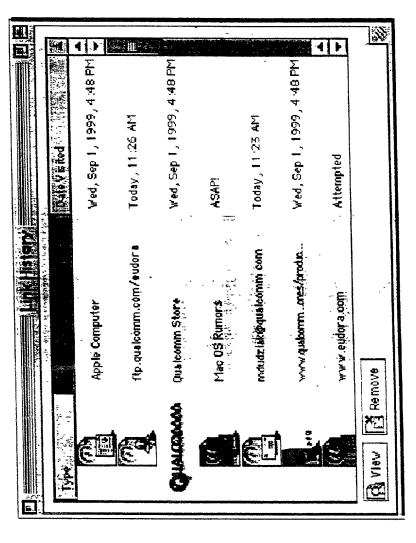


Fig. 12A

You Can't Get There From Here You're not cornected to the Internet now. Help me cope. connect you and visit the site, record a bookmark for la remind you to visit it next time you are cornected.
Connect to the Internet and visit t Visit Now
Bookmark this site to visit 1 Bookmark
Sookmark the site, and remind you Remind Me
🛘 Remember your choice for next time

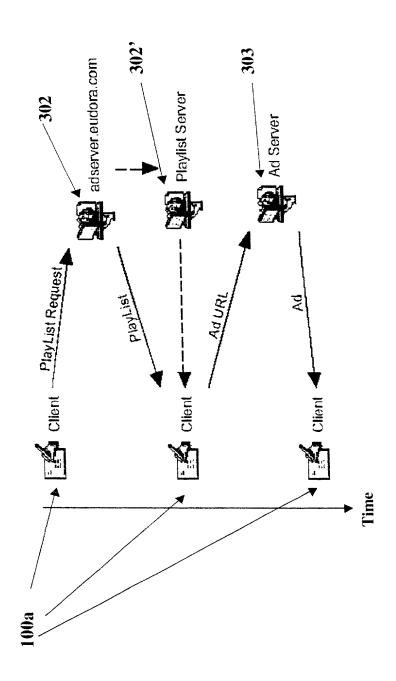
Fig. 12B

ਜਧਾਰ ਦੀ ਸਜਕਦ	
Average Connect Speed, Aber	23
Average Ad Stat, Way-th	r) 6
Number of Cueru	8,000,000
Number of Hours Running Buders	73
Munber Sallcheege Per Ceer Per Meur	7
Playlish Entry Size, Brack	500

Fig. 13A

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Fig. 13B



```
// Main ad scheduler
ScheduleMain
// Has a new day dawned?
Do CheckForNewDay
// Are we are within the current ad's showFor?
if ( ad.thisShowTime < ad.showFor )</pre>
// there is nothing to be done
return
// At this point, we know that we need a new ad
// Perform housekeeping tasks on the old one
Do AdEndBookkeeping
// Pop out of a block if all ads on par
if (block isn't all playlists)
find ad with minimum ad.numberShown
if ( ad.numberShown >= blockGoal )
set block to all playlists
// If we are over our quota of regular ads for the day,
// look for a runout
if ( adFaceTimeToday > faceTimeQuota )
{
Do ShowARunout
}
else
 {
Do ShowARegularAd
 // end ad schedule main
```

```
// We must perform certain tasks when the calendar day
changes.
CheckForNewDay
{if ( the calendar day has changed )
// Perform housekeeping tasks on the ad currently showing
Do StopShowingCurrentAd
// Runout ads are charged for a full showFor if they've been
shown
// at all on a given day. Charge any runout ads if they've
been
// shown at all.
for runout ads
if ( ad.thisShowTime > 0 )
ad.totalTimeShown += ad.showFor
ad.thisShowTime = 0
}
}
// Now, reset the counters for all ads to reflect the fact
that
// a new day has dawned.
for all ads
ad.numberShownToday = 0
// Record yesterday's facetime
// Might not literally be yesterday, be sure to use
// whatever day the app was last run on
set old current day's facetime to totalFaceTimeToday
// and reset our global regular ad facetime counter
adFaceTimeToday = 0
totalFaceTimeToday = 0
 // if we were in a block, back out
 set block to all playlists
 // end CheckForNewDay
```

```
// This function shows a runout ad, and if it
// can't find one, goes to a rerun
ShowARunout
for runout ads
// has the ad been flushed?
if ( ad.flushed )
try next ad
// are we done showing this runout today?
if ( ad.numberShownToday > ad.dayMax )
try next ad // this one's used up for the day
// are we done showing this runout for ever and ever?
if ( ad.shownFor > ad.showForMax )
try next runout ad // this one's used up forever
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )</pre>
try next runout ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
ask for ad to be downloaded
try next ad
// ok, we believe we should show this runout
// we are now in runout state
Do ShowAnAd
return
// if we haven't found a runout ad, we will go to "rerun"
state
Do ShowARerun
 // end ShowARunout
```

```
// Rerun state. Look for a regular ad to rerun
ShowARerun
for regular ads [ in current block ]
// has the ad been flushed?
if ( ad.flushed )
try next ad
// is this ad recent enough to rerun?
if ( ad.lastShownDate is older than returnInterval )
try next ad
// this one is too old to rerun
// if in block, show ads only if it's their "turn"
if ( ad.numberShownToday >= blockGoal )
try next ad // need to find a friend in this block
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )</pre>
try next ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
ask for ad to be downloaded
try next ad
// ok, at this point we can show this ad, but because
// we're in rerun, we don't keep the books
Do ShowAnAd
return
// if we get here, we have no ads to show. Punt.
return
3
 // end ShowARerun
```

```
// Show a regular ad
ShowARegularAd
for regular ads [ in current block ]
 // has the ad been flushed?
if ( ad.flushed )
 try next ad
 // are we done showing this ad today?
 if ( ad.numberShownToday > ad.dayMax )
 try next ad // this one's used up for the day
 // if in block, show ads only if it's their "turn"
 if ( ad.numberShownToday >= blockGoal )
 try next ad // need to find a friend in this block
 // are we done showing this ad for ever and ever?
 if ( ad.shownFor > ad.showForMax )
 try next ad // this one's used up forever
 // are we between the ad's start and end dates?
 if ( ad.startDate < the current date < ad.endDate )</pre>
 try next ad
 // the ad is not supposed to run today
 // do we actually HAVE the ad?
if (ad has not been downloaded)
 ask for ad to be downloaded
 try next ad
 }
 // ok, we believe we should show this ad
 // we are now in regular state
 Do ShowAnAd
 return
 // If we get here, we have failed to find a regular
 // ad. Go to runout
 Do ShowARunout
 // end ShowARegularAd
```

```
// Perform necessary housekeeping when we're taking
// down an ad
AdEndBookkeeping
// In rerun state, we don't do any bookkeeping
if ( in RerunState )
return
// Account for at most ad.showFor seconds, provided
// we've shown the ad for at least ad.showFor seconds
// Note that this means we don't charge for time beyond
// ad.showFor seconds, which is important
if ( ad.thisShowTime >= ad.showFor )
ad.numberShownToday += ad.showFor
ad.shownFor++
// we do NOT reset thisShowTime here, we do it in
// AdStartBookkeeping. It actually doesn't matter where
// we do it, provided we are careful NOT to do it for
// runout ads.
}
}
// end AdEndBookkeeping
```

Fig. 15G

Fig. 15H

	The same and the s	a	Persistent Ads	Ads
PlayList Request	Request	And the state of t	faceTime	faceTime Used to determine how much advertising to send to client
	1		faceTimeLeft Not used	Not used
PlayList	PlayList Response Chemino		reginterval flush	reginterval Relatively large: one or more days flush Used. Single playlist completely specifies list of adsictient should have
PlayList	Response	PlayList Response Scheduling	Parameters	
	•		showForMax Notused	Notused

Fig. 16A

		S	Short-Lived Ads	Ads
PlayList Request	Request		faceTime Not used faceTimeLeff Used to G	faceTimeLeff Used to determine how many ads client faceTimeLeff Used to determine how many ads client should receive
PlayList	Response	PlayList Response ClientInfo	reqinterval	reqinterval Not used instead client requests new playlist whenever ads "run low"
			flush	flush' Not used
PlayList	Response	Scheduling	PlayList Response Scheduling Parameters showForMax	Parameters showForMax Used to determine how long an ad runs

Fig. 16B

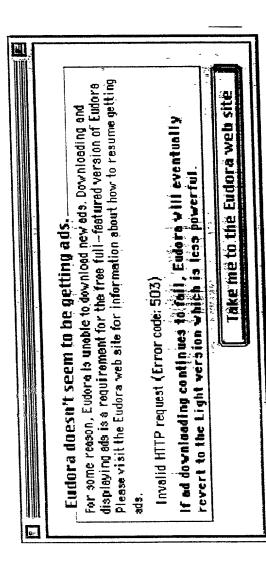


Fig. 17A



Something seems to be covering the ad.

it's probably inadvertent, but Eudora has determined that you are covering up. all or a significant portion of an ad. The software is designed to notify you when this happens in the hopes that you will stop covering up the ad. If you don't, this window will keep popping up (which you will probably find quite annoying).

We've always got some good stuff under development back at the home office, and it's the advertising in Eudora that enables us to continue to develop the software while providing it to you for free. We've worked hard to make sure the odvertising isn't annoying and we genuinely hope that you are not deliberately trying to cover the ads because they're bothering you. Of course, you can choose to pay us for Eudora by choosing "Payment & Registration" from the "Help" menu and clicking on "Paid Full Yersion." Or you can remove whatever is

obscuring the ad.



Fig. 17B

Eudora will now revert to a less powerful version.

Eudora has been unable to download ads for quite some time and will now revert to a less powerful version. If you would like more information about, why Eudora's features are being reduced at this time, please visit the Eudora web site. You will find information there about how the full-featured version can be reactivated.

We're sorry for this inconvenience.

Fig. 17C

Sadly, OK...

Take me to the Eudora web site

Generate Info If you're open to helping us this way, all you have to do is click "Generate Info" below people use it. We ask users for this information at rendom. Looks like it's your turn. what we'll be collecting and give you'd chance to eliminate anything you don't want to and a message will be created. You can review the contents of the message if you like, Please understand that as soon as we receive your amail, we will throw away the headers that identify the mail as coming from you. You see, we don't ectually need to We'd like to know how you use Eudora. It's important that we know how in order to make Eudora work as well as possible, it's important that we know how We value our privacy; we're pretty sure you value yours. So we want you to know know who you are to find your information helpful, Sowe promise to protect your send. Simply uncheck the boxes next to any information you'd rather not send. Your Net/Eudora usage Cancel It's OK to transmit statistics regarding:privacy and furn you into "Just's number 1. and then send it to us or not -- that's up to you. Y Your demographic data

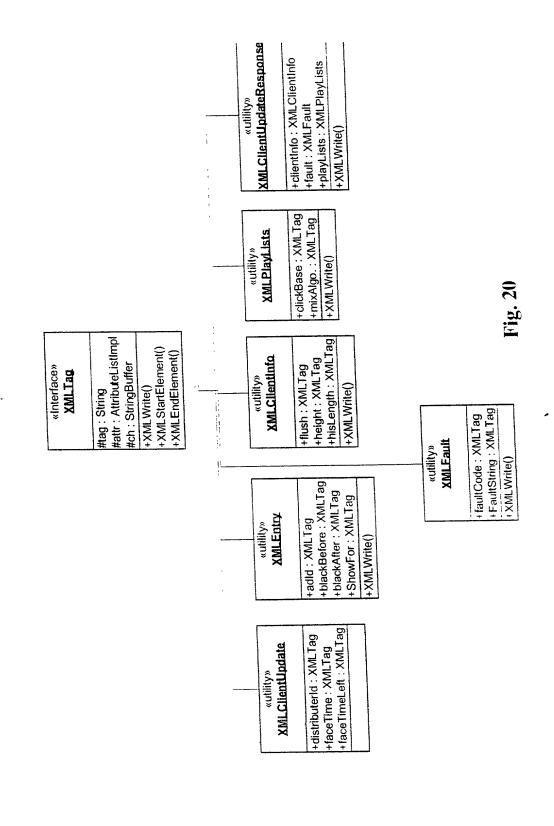
Advertisement information

Non-personal settings

Fig. 18A

Dogo		Ā	ia	Applicable Query Parts	3	Š	ery	50	Ë							
Lage				H		4	1						a.a		<u>.</u>	
	•	tform	_uois	tojudi rj	tributor ode	alname	lisi	isafig	าระเชีย	glast gcode dReg	lava In	gLevel ofile lid	l·	bil		
	action		197	sib	ow	res	шә	re	Le	21	70	10	ın .	ac	topic	اد
Payment	pay	$\frac{\hat{\mathbf{x}}}{\mathbf{x}}$	X	XXXX	XXX	×	×	×	×	×××						
Greeware Registratio register-free	register-free	$\frac{\hat{\times}}{\times}$	X	XXX	X	×	X	×	×	×		 ·	_		ı	
Adware Registration register-ad	register-ad	X	X	×	×	×.	×	×	×	×		-				
Roy Registrations	register-box	$\frac{\hat{\mathbf{x}}}{\mathbf{x}}$	$\frac{2}{\times}$	×	×	×	×	×	×	×						
Lost Code	lostcode	$\frac{}{\times}$	×	×	X	×	×	×	×	\mathbf{x}	<u>~</u>	- ,	:	-		
	update	X	X	×	×	-	-					×	,	-		
late	proupdate	$\frac{\hat{\mathbf{x}}}{\mathbf{x}}$	$\frac{\times}{\sim}$	×								X		-		
	archived	$\frac{\hat{\mathbf{x}}}{\mathbf{x}}$	×		×		-		-	•		:			l	,
Drofile	profile	X	×	×			X					×				
ction	intro															
Cumport	1/3	$\frac{}{\times}$	$\frac{\times}{\smile}$	×	×	×	×	×	×	×	<u>~</u>					•
Support Onick Time Missing	port	X_X_X	X	×											nb-ou	<u> </u>
		$\frac{}{\times}$	$\frac{\times}{\sim}$	×								-			- a	ad-la
Au Failuic	1	X	X	×		-						-			tutor	<u>.</u>
		×	$\frac{\times}{\sim}$	<u>×</u>											Lad	
FAQ		; <u> </u>	<u>×</u>	×					-						ligh	=
Light Users	7	(>	; X	: i×	1		1						· —		sea	search
Search Support		< >	; <u>×</u>	: ×											nse	usenet
Newsgroups	noddins				4			1								

Fig. 19



```
8 The list of available ads advantageously can be built from the following query:
```

```
ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND
                                       AdType = "4" AND AdStatus = "A" AND ImpressionsServed < Impressions ORDERD BY ImpressionsServed ASC);
```

```
run out ads = dbCon.prepareStatement("SELECT* FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND AdType = "R" AND AdStatus = "A" AND ImpressionsServed < Impressions ORDERD BY ImpressionsServed
```

8 The time required to deliver the ads advantageously can be calculated in the following manner.

```
predict \ face \ time \ [seconds] = SUM( \ faceTime[tomorrow + 1], \dots \ faceTime[tomorrow + reqInterval] )
                                                 (Comment: Face time left for today is the number of secondes the servlet can use to deliver special ads today.)
face time left for today [seconds] = faceTime[today] - faceTimeUsedToday
```

(Comment: Predict face time is the number of seconds the servlet predicts the user is going to have.)

(Comment: Goal show time left is the number of seconds that the software provider needs to fill with ads.) goal show time left [seconds] = predict face time - faceTimeLeft

Fig. 214

Fig. 21

١

	«Interface» PlayListServie	-dbm : DBManag +doGet()	+doPost() +Init() +destroy()	!	
«uthity» PlayListRequest	"com jdark xml sax.Driver" : String handlere	«utility» PlayListResponse	+playlistResponse	«utility» PlayListsGenerator	+dbm : DBManager +generate(clientUpdate : XMLClientUpdate, clientUpdateResponse : XMLClientUpdateResponse) : boolean +generate(clientUpdate : XMLClientUpdate, clientUpdateResponse : XMLClientUpdateResponse) : boolean

Fig. 22

-dbName: String
-dbLocation: String
+openConnection(): boolean
+getConnection(): Connection
+exeSQL(startDate: SQLDate: boolean

«Interface»

١

4

SQL Database Create Thread for updating in the ADS table number of impression served 1DBC flow direction | Generate XML Response | Decision / Filter / Targeting Play List Servlet Main Thread Select from ADS where ... XML Parse Request lunch thread Junch thread Create Thread for logging the response information Create Thread for logging the request information store in table the clinet request information

ia 23

update impressions) served

store in table the response information

Fig. 23